

WE CLAIM:

1. A gaming machine having a display and a game controller arranged to control images of symbols displayed on the display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the display
5 means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine further comprising a game feature where, upon being awarded at least one prize in the feature, a player is offered a choice and, if the choice results in a successful outcome, the player has the option of continuing with the feature but, if the choice results in an unsuccessful outcome, the feature ends and a portion, but not all, of
10 a total prize accumulated up to termination of the feature is forfeited.
2. The gaming machine of claim 1 in which the game feature is a second screen feature which is triggered when a predetermined trigger condition occurs in a base game.
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3. The gaming machine of claim 1 in which a screen display of the game feature displays a paytable that indicates the number of credits that will be paid for various successful outcomes which occur during the playing of the feature.
- 20 4. The gaming machine of claim 3 in which the screen display of the second screen feature includes a prize meter which provides a cumulative total of the number of credits won due to successful outcomes which have occurred during the playing of the feature.
- 25 5. The gaming machine of claim 1 in which at least a first outcome is guaranteed to be a successful outcome where a player is awarded a prize of a number of credits.
6. The gaming machine of claim 1 in which, should the player wish to continue playing the feature, a probability of success of the outcome is determined by the
30 controller so that an average total prize awarded for the feature is approximately the same as the total prize the player would get if the player chose to leave the feature.
7. The gaming machine of claim 6 in which, should the player desire to continue with the feature, the controller determines the prize for a subsequent stage of the feature
35 in the same way as for any previous stage of the feature by making a weighted random selection to determine the size of a prize associated with that stage.

8. The gaming machine of claim 7 in which a probability of success of the subsequent stage is dependent upon both the size of the prize for a successful outcome in the subsequent stage as determined by the controller and the size of a total prize that
5 has so far been accumulated.

9. The gaming machine of claim 8 in which the probability of success is determined by the following equation:-

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$$P_s = (\text{Number of credits that may be lost}) / (\text{Number of credits that may be lost} + \text{New prize}).$$

10. The gaming machine of claim 1 which includes a selector to allow the player the opportunity of continuing with or leaving the feature.

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11. The gaming machine of claim 1 in which the portion of the total prize which the player forfeits if an unsuccessful outcome occurs if the player continues with the feature is half the total prize accumulated up to the time of the unsuccessful outcome occurring.

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12. A method of playing a game on a game playing apparatus, the game playing apparatus having a display and a game controller arranged to control images displayed on the display, the game further comprising a game feature where, upon being awarded at least one prize in the feature, a player is offered a choice and the method including, if
25 the choice results in a successful outcome, providing the player with the option of continuing with the feature but, if the choice results in an unsuccessful outcome, the feature ends and a portion, but not all, of a total prize accumulated up to termination of the feature is forfeited.

30 13. The method of claim 12 which includes implementing the game feature as a second screen feature which is triggered when a predetermined trigger condition occurs in a base game.

14. The method of claim 12 which includes displaying a payable on a screen
35 display of the game feature, the payable indicating the number of credits that will be paid for various successful outcomes which occur during the playing of the feature.

15. The method of claim 14 in which the screen display of the second screen feature includes a prize meter and in which the method includes providing a cumulative total of the number of credits won due to successful outcomes which have occurred during the playing of the feature.

16. The method of claim 12 which includes guaranteeing that at least a first outcome is a successful outcome where a player is awarded a prize of a number of credits.

17. The method of claim 12 which includes, should the player wish to continue playing the feature, determining a probability of success of the outcome so that an average total prize awarded for the feature is approximately the same as the total prize the player would get if the player chose to leave the feature.

18. The method of claim 17 which includes, should the player desire to continue with the feature, determining the prize for a subsequent stage of the feature in the same way as for any previous stage of the feature by making a weighted random selection to determine the size of a prize associated with that stage.

19. The method of claim 18 which includes making a probability of success of the subsequent stage dependent upon both the size of the prize for a successful outcome in the subsequent stage as determined by the controller and the size of a total prize that has so far been accumulated.

20. The method of claim 19 which includes determining the probability of success by the following equation:-

$$Ps = (\text{Number of credits that may be lost}) / (\text{Number of credits that may be lost} + \text{New prize}).$$

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21. The method of claim 12 which includes setting the portion of the total prize which the player forfeits if an unsuccessful outcome occurs if the player continues with the feature as half the total prize accumulated up to the time of the unsuccessful outcome occurring.